

CLAW & FANG

Number Fifty Five
July 1, 1975

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The stock exchange originated in Bruges, Belgium in the 14th century. Traders used
to gather in the house of the Van der Buerse family to conduct business. That is why,
in Europe, the stock exchange is known as "the Bourse". This issue of CLAW & FANG
is dedicated to the Van der Buerse family for giving us such an exciting game.

GAME OPENINGS

I still have two spots open in my twice a month deadline games. I am going to
start both games at the same time and have 12 people signed up. First two in get the
remaining spots. There are also spots available in a monthly deadline game to be
filled by Alan Cathcart.

Fred Davis has four spaces in his U.S. DIPLOMACY variant to be run in his game-
zine, BUSHWACKER. The game fee is \$7.00 which includes a sub for the duration of
the game. This was originally going to be an all MENSA game but anyone can get
in now. Write: Fred Davis, 3012 Oak Green Court, Ellicott City, MD 21043

Anyone else want to be a standby? Let me know.

GAME ENDING

The players in 1974L have voted to end the game in a four-way draw. The
sharing players are Gary Leppert (Austria), John Westwig (England), Russ Nekorchuk
(France), and Jeff Barber (Turkey). Supply center charts and players' statements
in the next issue.

GAME TAKEN OVER

Under the provisions of the self-insurance clause of the Publishers Grand
Tournament I am taking over 1973EG which started and stalled in COSTAGUANA (Conrad
von Whoski). There are only three players remaining: Austria--Don Pitsch (17 SC);
France--Bruce Schlickbernd (8 SC); and Russia--W.C. Harrah (9 SC). As you can see,
the game isn't going to last much longer.

Fall 1909 orders are due at 1900 hours August 1. Press? Of course, Bruce.

GAMES IN PROGRESS

1974J

AUTUMN 1910: Turkey A Gal R Rum

WINTER 1910

AUSTRIA: Even ENGLAND: Even GERMANY: Remove A Gas TURKEY: Build A Smy
Spring 1911 orders are due at 1900 hours, July 16.

1974EV

AUTUMN 1904: Russia F Aeg R Gre, A Den R Sme (Russia had picked up Ber from
Germany which gave Russia a build and Germany another removal.)

WINTER 1904

ENGLAND: Build A Lon, F Edi, F Lyp FRANCE: Build A Mar GERMANY: Build A Mos
GERMANY: Remove A Bur, A Kiel, F Den ITALY: Even TURKEY: Build F Smy
Spring 1904 orders are due at 1900 hours, July 16.

CLAW & FANG HOUSE RULES

1. The 1971 Rulebook unless otherwise modified below.

2. Deadlines are the 1st and 16th of the month at 1900 hours (7:00 pm) my time. Guest GM games will have monthly deadlines about five days before the CLAW & Fang date.

3. Telephone moves are accepted but I cannot guarantee to be home on the deadline date although I usually am. I am generally home by 5:30 on weekdays and most of the time on weekends. You can call as early as 6:00 am any day but please do not call after 10 pm. On those rare occasions that my wife is home and I am not, she is capable of writing down your orders, even if she doesn't understand them.

4. While I will not let more than one person from a state enter into the same game (except Mensa games), if you should move to another state after the game begins, the restriction does not apply. However, a standby must be from a different state than the players of record. Also, a standby cannot be playing in another current game in CLAW & FANG with any of the players in the game needing a standby.

5. Diplomacy moves are divided into five seasons: Spring moves, Summer retreats, Fall moves, Autumn retreats, and Winter adjustments. In the event of very complicated retreat situations a separate summer season could be called for. Otherwise, all games in CLAW & FANG have three deadlines per game year: (1) Spring moves, (2) Summer retreat and Fall moves, and (3) Autumn retreats and Winter adjustments. Moves should be sent in conditional on the retreats of the previous season. In very simple Winter adjustment situations, the Winter and Spring moves could be called for at the same time and often will be after the first season in monthly deadline games.

6. The Postal Service is one of the hazards of playing Postal Diplomacy. If you mail in orders and I don't receive them--or I don't receive them timely--I have no choice but to count it as a missed move. To prevent this, send in duplicate orders or standby orders (see #7). Also, since CLAW & FANG is always mailed out within two days of the deadline, if you do not receive it within five or six days following the deadline you had better contact me. I will not grant an extension if you do not receive CLAW & FANG. The important thing is to keep the games moving.

7. General orders will not be accepted. You can send in standby orders for up to two seasons in advance e.g. when submitting Spring 1901 moves you can also submit standby moves for Fall 1901 and Winter 1901.

8. A player who misses two consecutive moves is out of the game. When a player misses a move a standby is asked to submit orders for the next season. If the player misses again on the next move, the standby's orders are used and he takes over the position. Thus a standby will never take over a position without a season's prior notice to the other players. If the player who misses the move had sent in standby orders the previous season (#7 above) these orders will be published as best as they can be followed and will not be counted as a missed move. Otherwise, all units will hold. A dislodged unit can be retreated by whichever player has the position the next season. Abandoned powers with less than three units will go into civil disorder rather than have someone take over the position. Once a power goes into civil disorder it can never be resurrected but must remain in civil disorder (c.d.) until the end.

9. For the three seasons of 1901 only, NMRs will not result in "all units hold" but neutral orders will be used instead.

10. To avoid "Pandini's Paradox" (an unadjudicable situation) I am adopting Eric Verheiden's rule as suggested in DIPLOMACY REVIEW #11. Rule XII.5 is changed to:

A CONVOYED ATTACK MAY NOT AFFECT THE CONVOYING FLEETS. If a convoyed army's attack would affect the outcome of an attack on any of its convoying fleets, however directly or indirectly, then the convoyed attack may not take place and the army to be convoyed must hold in its original position.

11. The gamemaster is not infallible (he has proven that many times). Notify me (or the Guest GM) of any errors immediately and the mistake will be rectified. However, if an error is not brought to light until after the publication of the following season's move it will not be adjusted.

12. No fair fooling the Gamemaster, or you are out.

BALANCE OF POWER

by Eric Verheiden

Recently, Allan Calhamer has been circulating a lengthy article on so-called "cartels" to any zine that would print it. The evident (if unstated) purpose of the article is to explain away his loss in 1974CK as something other than directly attributable to his own rather incompetent play. This follows by about a year another similar essay after his loss in 1973BC, in which he attempts to explain away his loss there as the result of the other players (principally myself) to play what he calls "balance of power".

Unfortunately, Calhamer simply does not understand how to play his own game very well and persists in the belief that he can achieve victory by allying and stabbing, allying and stabbing ad infinitum. In addition, he has a distressing tendency to define good play as "play that will let Allan Calhamer win" and bad play as "play that causes Allan Calhamer to lose". Consequently, novices are advised to take his opinions with more than a grain of salt (perhaps a pound or two will do).

Nevertheless, with a somewhat self-serving definition, balance of power does have a place in Diplomacy. For a large power at one end of the board, the objective is to keep the powers at the other end of the board squabbling amongst one another, so that at the proper time, he can move in and pick up the pieces. This can be done by lending aid and removing pressure from beleaguered smaller powers and diplomatic maneuverings to keep the situation fluid. In addition, proper choice of allies at one's end of the board can be used to prevent the emergence of a preeminent power at the other, e.g., a large Germany faced with the emergence of a Turkish sea power might be well-advised to keep a faithful French ally to act as a check on Turkish expansion into the Mediterranean.

For a small power, the problem is much more difficult and, realistically, the chances of a nonaligned small power (one not forming an integral part of a stale-mating block) tend to be minimal. But still the same principle applies: to survive and draw, you must get the larger powers fighting among one another before you are reduced to the point where you are of no value to anyone. Second, you must maneuver yourself into a position where you can play a pivotal role, i.e., you can determine who wins, loses, or draws. Finally, you must persuade everyone to take the draw rather than throwing the game to one side or another and further to keep you in at the end, rather than removing you at the end with a last minute stab once you have served your purpose.

Given the variety of personalities, likes, abilities and so forth found among postal Diplomacy players, each of these steps is nontrivial to say the least. For instance, if Edi Birsan is the one you are depending on to keep you in the game, you might as well forget it; Edi loves stabs and hates draws and will take a draw only if he is forced into it. Doug Beyerlein on the other hand is more trustworthy if you are absolutely sure that he cannot win; like myself, he believes that a small power who has saved him from defeat deserves a piece of the draw. So if as a small power you try to draw with balance of power play, keep in mind that you have nothing to lose in all likelihood--and don't be surprised when you turn out to be right.

* * * * *

Equal time, Allan?

For you rank amateurs out there, Allan Calhamer is the inventor of Diplomacy.

POINT, COUNTERPOINT, AND REBUTTAL - MORE BOURSE SLINGING

by Russell Johnston

Somehow that title didn't come out quite right . . . At any rate, this article is my reply to the Hightower's reply to my proposal for a different kind of bourse. Got that all straightened around?

On to a point by point reply - for added enjoyment grub around for CLAW & FANG #53 dated June 1, 1975--here we go:

"We can't see that our system would be too much hassle to GM. We should have no trouble handling the workload since there are two of us. We plan to execute the orders as they come in daily, and avoid any huge backlogs."

This makes about as much sense as the argument put forward by many Albertan farmers some years ago, when a referendum on to put through daylight saving time was being voted on. The farmers were against daylight saving time, they said, "seein' as how it'd upset the cows an' all - there bein' 'n extra hour o' daylight all summer".

To get back to the point, not all of us have such a need to put in time as these two seem to - personally, I think two people working every day at a single bourse is an excellent definition of a hassle, especially if an hour every turn will do the job or better.

I'll go on to answer the other counterpoints, but this is the crux of the matter: the bourse as it stands is far too much of a hassle to make it a regular thing. I've tried to get a local GM interested in a regular bourse without success, because of the reputation it holds as a make work project. (Bourses, not the GM that is)

The next point brought up is the one about wild market fluctuations - the regular bourse isn't perfect here either, as the panic stricken people with standing orders to buy must gamble on their letter getting to the GM before a sell order does - hardly a realistic or happy circumstance; in a real market standing orders would be rare, and losses from them even rarer.

Granted, occasionally my system won't react very quickly to an unusual shift of power, and this is the one drawback which I see in my design, but if this is a disadvantage, it's a disadvantage in terms of play, not realism - currencies are artificially supported in times of crisis regularly - but if go down they must, then go down they do - they just take a little longer. Even the Securities Exchange Commission in the U.S. puts a limit on the amount a stock may fall in one day - and suspends trading when it reaches that point. In terms of play, I don't think it will make a lot of difference, few people will be able to unload their stricken currency in a real crunch, regardless of which system is used.

As for the argument tossed in here that a currency would be prevented from falling two points by someone with a lot to unload buying the minimum 100 units a turn to steady the currencies fall at 1 pt/turn. I thought of this problem, but realized that such an action would only be self defeating.

True, those people who want to keep the price high might decide that this is the way to do it, but if they do they won't do it again if they keep the price artificially high, they'll end up being unable to sell at any price.

A relatively high price is worse than useless if no one is willing to buy at that price.

If you are still determined to put a little more fluctuation into the bourse, just allow the GM to move the price 4 points down instead of 2 in such situations, at his discretion.

(continued on page 5)

Even better would be the following system, but only for very large bourse:

If there are more sells than buys, down 1 point.

If there are at least 2 sells for every buy (by volume in 100's of units of currency, not by number of individual orders) down 2 points.

If there are 3 sells for every buy order, down 3 points.

" " 4 " " " " 4 "

" " 5 " " " " 5 "

etc. etc. No buy orders would result in an immediate drop to the minimum price of 1 goldpiece per unit of currency or 8 pts, which was the smaller drop.

The same ratios, reversed, would be used for situations where there were more Buy orders than Sell orders (again, measured by volume in units of currency). In no case could a currency move either up or down more than 8 points (or goldpieces per unit of currency).

I don't recommend this possibility, however, as it is only useful with really large bourse, and even then may be too violent. If, for example, fate decrees that no buy orders come in, for no particular reason, the price still plummets.

Back to the Hightower critique, though, to consider the point:

"The basic flaw in Russ's system is that he requires that transactions between players (i.e., you can't sell if no one will buy). . ."

Sorry, if my typewriting's a little jerky at this point, but this sentence never fails to send me into gales of laughter, and it hurts my typewriting. Pardon my apparently abysmal ignorance, but I somehow always assumed that you couldn't sell something without somebody else buying it, nor buy anything unless somebody else sold it. Paul apparently comes around to this viewpoint too, as he introduces a "bank" one thing you shouldn't do unless you also decide to allow the GM some leeway in setting currency prices; otherwise the game would quickly degenerate into a 'let's see who can cheat the bank most efficiently' game, as players scrambled for bargains with all available cash when the bank was behind the times. (which would be all the time since prices decided by trading after publication of the last move, can't reflect the changes to be brought about by the moves the new prices are published with.)

". . . , while artificially stifling the market."

That's the end of my favorite sentence, quoted earlier, and I'd better 'fess up to the fact that this ending does mitigate the hilarity somewhat, but by no means completely.

As for the artificial stifling, I believe I've already gone over that point without finding a real solution, unfortunately. A bank system with the GM involved in setting prices of sharply fluctuating currencies might be an improvement, but I'm inclined to doubt it. I still think the best solution is to opt for realism over a limited excitement factor and 'stifle' the currencies. If the current Bourse system does prove to be a hassle, I hope the Hightowers will give my system a fair tryout.

As for the eccentricities of human behavior in a free, unrestricted market place as opposed to my "mechanistic, artificially imposed system", please cease burdening me with this flowery, meaningless rhetoric.

A little reflection should reveal a large mound of bovine defecatory substances beneath this passionate plea for liberty and the American Way. My system is no more or less mechanistic or artificial than yours, Paul, both systems contain more leger de main than laissez faire.

Incidentally, I hope that this article proves to whoever was responsible for editing of my Spring 1901 1975 CD press release that I am in fact literate, and occasionally

(continued overleaf)

even eloquent, not to mention loquacious, whether or not my humor passes you by or not - consider yourself floccipaucihilipilificated (try the Oxford English Dictionary for this one).

Finally, my apologies to the readers who've had to resort to a dictionary to read this vituperative treatise - I only hope you didn't need it as often as I did. I'm not trying to get into the Guinness Book of World records, just trying to convince my unknown censor of my literary competence.

p.s. Truth to tell, my idea of a good bout of currency speculation is a day at the races.

THE DIPLOMAT'S OTHER TABLE

Porque Americaine

by Rod Walker

I have long been a fan of one-pan (or pot) dinners. I grant you some people studiously avoid such dishes, but here's the exceptional recipe that appeals to gourmets. It is very quick, rather tasty, and something you don't see very often. You can increase the recipe for a larger pan or a larger crowd.....this will serve two hearty eaters.

There are many notices for pork chops and lima beans. They tell you to cook 'em together, and that's it. Actually, that's pretty bland, and no wonder it never goes over. Here's how to do it in a more interesting way. You will need, to start, a large covered frying pan. Then:

1. a small amount of margarine or cooking oil.
2. four nice pork chops, about $\frac{1}{2}$ " thick, quite lean.
3. a package of frozen fordhook (not baby) lima beans.
4. a clove of garlic.
5. a pinch of thyme and a pinch of salt. Some "butter-flavored" salt.
6. a large onion, or two smaller ones.
7. two cups water (more or less).

Now take the margarine or oil. There should be enough to coat the bottom of the pan, but not much more than that. Slice up very thinly the garlic clove and sprinkle in the thyme and basil. Brown the pork chops over high heat until nicely browned, then fry over a lower heat, turning occasionally. Total time in the pan: about 30 minutes. Cover the pan while they are simmering.

Peel and slice the onions into rings about $\frac{1}{4}$ " wide. Break up the limas while still in the package so that when you open it they will all pour out individually.

Uncover the pan. Arrange the pork chops so that they form a little platform. Put the onion rings on the chops, add the water (do not immerse the chops totally), turn up the heat, and cover. The rings will now steam, and they should cook until partly done and still on the crisp side.

Now add the limas on top of the onions; try to keep them out of the liquid (some are going to go in anyway, so don't sweat it). Season the beans with the butter-flavored salt. Keep the heat up and cover again. The beans will be done after they have steamed for maybe 10 minutes (test them for doneness). Once the beans are hot and tender, serve immediately.

At the bottom of the pan you will now have about two cups of liquid. This will make some of the most divine gravy you have ever tasted. If you don't want to use it with this meal (on the chops: optional; or on potatoes), pour it into a glass and refrigerate: then skim off the fatty residue on the top and make your gravy when you want it.

BOURSE CLAW & FANG #21 FIRST SUMMARY

TRANSACTIONS:	KRONEN	POUNDS	FRANCS	MARKS	LIRE	RUBIES	PIASTRES	GOLD
1. Volume	-zero	200	-Zero	-Zero	100	-Zero	-Zero	-
2. High	-	60/100	-	-	40/100	-	-	-
3. Low	-	49/50	-	-	40/100	-	-	-
4. Average	-	54.5	-	-	40	-	-	-
5. GM Buy	-	-	-	-	-	-	-	-
6. GM Sell	-	-	-	-	-	-	-	-
OUTSTANDING:								
1. Buy	30/100	60/100	50/100	50/100	30/100	50/100	41/50	-
2. Sell	40/100	90/100	51/100	59/100	40/100	55/50	55/50	-
VALUES:	30	30	30	30	30	40	30	-
Ted Crowley	500	500	500	500	500	500	500	25000
2. D Weitz	500	600	500	500	500	500	500	20050
3. A Cathcart	500	400	500	500	500	500	500	29,950
4. D Scott	500	500	500	500	500	500	500	25000
5. M. Kane	500	500	500	500	500	500	500	25000
6. P Kane	500	500	500	500	500	500	500	25000
7. S Locke	500	500	500	500	500	500	500	25000
8. R Wartenberg	500	500	500	500	500	500	500	25000
9. D Reynolds	500	400	500	500	500	500	500	30950
10. Eva Lydick	500	500	500	500	500	500	500	25000
11. R Johnston	500	500	500	500	500	500	500	25000
12. B Smith	500	500	500	500	500	500	500	25000
13. J Barber	500	500	500	500	500	500	500	25000
14. T Tilson	500	500	500	500	500	500	500	25000
15. G Behnen	500	600	500	500	600	500	500	15050
16. S Hall	500	500	500	500	500	500	500	25000
17. M Boggs	500	500	500	500	400	500	500	29000
18. S Jolly	500	500	500	500	500	500	500	25000

How To Read The Bourse Market Summary:

1. Transactions section: Under each currency appears the volume of units traded, the highest price paid (followed by the number of units bought at that price), the lowest price paid (with number of units), the average price paid, the price the GM paid, and the price the GM sold for.
2. Outstanding section: Under each currency appears the highest unfulfilled buy (with number of units wanted) and the lowest unfulfilled sell (with number of units offered).
3. The values section shows the value of each currency, in gold, should the game be declared over at this time. (This summary is written prior to seeing the moves in Claw & Fang.)
4. In the players section is shown how much of each currency a player holds.

Examples: 200 English pounds were traded this session, with the highest sale being at 60 gold units per pound. 50 pounds were sold at that price. The lowest sale was at 49 gold units per pound. 50 pounds were sold at that price. The average sale price for pounds was 54.5 gold units per pound. 100 pounds are still wanted by someone who is willing to pay 60 gold units per pound. Someone is also willing to sell 200 pounds at 90 gold units per pound. The current value of English pounds is 30 gold units per pound. Gary Behnen (#15) has 600 English pounds, 600 Italian Lire, 15,050 Gold Units, and 500 units each of Kronen, Francs, Marks, Rubles, and Piastres. No bids or offers for GM currency were received.

MORE BOURSE BUSINESS

RULES:

1. We must ask that all transactions of national currencies be in multiples of ten. 25 pounds, 36 rubles, etcetera, will not be traded.
2. Bids and offers for GI currency must be labelled as such. GI currency does not accumulate from turn to turn.
3. The only conditional orders allowed are those which refer to results in the diplomacy game. No other conditions will be honored.

POSITIONS IN THE BOURSE ARE STILL OPEN. Send \$1.00 to Scott and Paul Hightower 3118 Lamar Drive, Lexington, KY 40502. The rules appeared in issue #50 of C&F. Additional copies may be had by sending a SSAE to us.

PROXIMA CENTAURI PRESS

(PROXIMA CENTAURI is a space wargame being run by Scott and Paul Hightower.)
The following exchanges occurred between two Empires:

"PS: I am delivering to your Envoy, for transmission to you, three casks of a curious substance called Bourbon, which, taken in small doses, induces a pleasant euphoria in adult members of our race. But be warned: taken in excess it has been known to cause nausea. "

"PS: Thanks for the Bourbon. As I nauseate easily I had the royal taster try it first. Very curious....he kept yelling for me to give him some more poison. He then carried on so strangely I was able to dismiss the court jester. The next morning was quite a different story. He was in a foul mood and kept complaining about the ants stomping across the courtyard. Are you sure you meant that as a friendly gesture? I think I will experiment with it on a couple of the females before I try it myself."

"PS: I am truly sorry about the Bourbon, and hope it had no ill-effects. The fact is, I told my Chief Taster, a ruminant with three stomachs, to send you some Bourgeoisie, or Burgundy (a mild decoction of grape juices), but being partial to Bourbon she made a minor staff word-processing error. I have sentenced her to be deprived of one stomach and some udder members. But I do not understand your reference to "trying it out on some of the females." I always find it safer to try such things out on the weaker sex first." (End Press)

We have one position open in Proxima Centauri at this time. The first person to send us \$2.00 will be accepted. Send to Scott and Paul Hightower at the above address. Please specify if you wish to be put on our standby list, if you are not accepted. If you do, your money will buy you a copy of the rules with current updates. If you do not, we will return your fee.

Former subscribers to K'doo Magazine, and players of Proxima Centauri may recognize the sloppy typing and erratic typewriter on these two pages. Yep, the Great K'doo Bird Kings again, through the courtesy of the Fangmaster, we are still publishing, but in a manner much more acceptable to ourselves. Every issue of C&F should contain these two pages, in which you will be able to follow the Bourse, the two Mensa games we are/will be CN'ing, and occasional releases on Proxima Centauri. You may even be able to read more exciting excerpts from the K'doo Bird Watcher's Handbook. (For those not in the know, the K'doo species is a large, intelligent, friendly, but shy bird who sponsored a now defunct Diplomacy Magazine devoted to Mensa games.) It should be pointed out that the Fangmaster is not wholly responsible for the quality or readability of the contents of this 'zine-within-a-'zine.

1975V

GAMEMASTER: David Forte, Apt 1107, 210 West 70th St., New York, NY 10023

FALL 1902

ALLIANCE SWEEPS EASTWARD; CZAR IN HIDING!!!

AUSTRIA Mike Willemsen: (5) A Tri-Vic*, A Bud-Rum*, A Gal* S A Bud-Rum,

A Scr* S A Bud-Rum, F Gre* S ITALIAN F Ion-Aeg

CENTERS: Home, Gre, Ser, RUM (6) Build 1

ENGLAND Joel Klein: (4) A Hol-Bel*, F Hel-Den*, F Nth* S F Hel-Den, F Nwy* H

CENTERS: Home, Bel, NWY, DEN (6) Build 2

FRANCE Bill Hanagan: (5) F MldA-NAF*, F Lyon-Wld*, A Gas*-Bur, A Pic*-Bel,

A Rur*-Mun CENTERS: Home, Spa, Por (5) Even

CCA CHERMAN Edward Karlinski: (5) F Den-Hel /d/ R(Kiel, Ska, Bal, OTB)*, A Sil*-Mun,

A Rur* S ENGLISH A Hol-Bel, A Pru-Lvn*, F Swe* H

CENTERS: Home, Swe, Bel (1) Even

ITALY Dave Nelson: (4) F Ion-Aeg*, F Tun-Ion*, A Tus* H, A Apu* H

CENTERS: Home, Tun (4) Even

RUSSIA Steve Cartier?: NMR (3) F GBotn* H, A War* H, A StP* H

CENTERS: StP, Mos, War (3) Even

TURKEY Len Lakofina: (6) A Rum-Ukr*, A Arm*-Rum, F Bla* C A Arm-Rum, A Sev* S A Arm-Rum,

F Aeg Bul(sc)*, F EMod*-Aeg

CENTERS: Home, Sev, Bul, ~~Wld~~ (5) Remove 1

Winter 1902 retreats, builds, and removals are due at Don's on July 16. Change of address for Ed Karlinski: 285 Yale Station, New Haven, Conn 06520. This address good until August 7 when it will revert back to Pemberton, N.J. Substitute moves for Russia are requested from Alan Cathcart, 3427 King Louis Dr., Alexandria, VA 22312

Spring 1903 moves due on July 25 at Dave Forte's new address above.

1975CT

GAMEMASTER: David Forte, Apt 1107, 210 West 70th St., New York, NY 10023

Fall 1901 orders are due at Daves new address (above) on July 10. There is also a change of address for Mike Hudec: 715 Goodrich Ave., St. Paul, MN 55105.

Robert Stimmel (Russia) has resigned because he is going to summer school. His spot will be taken over by David E. Nelson, 733 Roosevelt Ave, Racine, WI 53406. David has been furnished with the names and addresses of the other players and Robert will consult with him on his plans and alliances. Robert has submitted Fall 1901 orders although David could change them. You may submit your orders conditional on whose orders will be used.

1975EL

GAMEMASTER: Robert J. Wartenberg, 106 Church St., Saratoga Springs, N.Y. 12866

This was formerly known as C&F #20. Spring 1901 orders are still due at Bob's on July 11. Change of address for Ted Crowley: 252 Hamilton Ave, Princeton, NJ 08540

1975EM

GAMEMASTER: FANGMASTER

This is the Bourse-connected game, formerly known as C&F #21. I guess the "EM" sounds like M which stands for Money.

Spring 1901 orders are still due at 1900 hours, Wednesday, July 16. Orders are coming in without headlines. Please....please....fellars, send in headlines with your orders, otherwise I will have to write them and you know how bad that can get.

1974HZ

GAMEMASTER: John M. Weswig, 2115 NW Elder St., Corvallis, OR 97330

EPIDEMIC OF MUSICAL CHAIRS STRIKES EUROPE!! ITALY LOSES FLEET--AGAIN!!!

WINTER 1902

France: Build F Bre

Italy: Build F Nap

Turkey: Build A Arm

SPRING 1903

AUSTRIA (Gary BEHNEN, 4): A Vie-Bud*, F Alb-Gre*, F Tri* H, A Ser* S F Alb-Gre

ENGLAND (Steve PELUSO, 4): A Nwy-StP*, F Bar* S A Nwy-StP, F Ska-Swe*, F Nth* S

FRENCH A Kic-Hol

FRANCE (Dave FORTE----COA!, 6): F Bre-Mid*, F Mid-Eng*, A Spa-Gas*, A Mar-Bur*,
F Bul-Hol*, A Kic-Hol /dislodged/

GERMANY (Michael WARD, 4): F Den-Ska*, A Hol-Kic*, A Ber* S A Hol-Kie, A Mun*S A Hol-Kic

ITALY (Tom TILSON, 4): A Rom-Ven*, A Tyr* S A Rom-Ven, F Nap*-Ion, F Tyr S F Nap-Ion
(unord), F Tur* H (unordered)RUSSIA (Dave TRUMAN, 6): F Sve-Nwy*, A Fin* S F Swe-Nwy, A Sil-Gal*, A Sev*-Arm,
F Bul-Bul(cc) /d/ annihilated, A StP S F Swe-Nwy /dislodged/TURKEY (William CLUMM, 5): A Ark*-Arm, F Aeg*-Ion, F Bla* S A Bul-Rum, A Bul-Rum*,
A Gro-Bul*

COA See Dave Forte: 210 West 70th St., Apt 1107, NY, NY 10023

Fall 1903 orders due by 1900 hrs PDT, 26 Jul 75 to the gamemaster: John M. Weswig.
Orders may be conditional upon retreats or GM's new 1200 calorie diet results.

1975CD

GAMEMASTER: David J. Reynolds, 3480 Gunston Road, Alexandria, VA 22302

FALL 1901

SECRET AND FURY, LIES--AND A LITTLE BIT DIPLOMATIC. TURKEY FIGHTS TO A STAND-
STILL, NICE CAME WITH NO STABBING--WELL, HARDLY ANY.

AUSTRIA (CHRIS PIKE) 3: A Tri-Ser*, A Dad* S A Tri-Ser, F Alb-Gre*

ENGLAND (TONY ZAIN) 3: F Nth-Nwy*, F Bel*-Nth, A Wal-Lon*

FRANCE (ANN BURT) 3: F Pic-Bel*, A Ber* S A Pic-Bel, A Spa* H

GERMANY (LITA LYDICK) 3: F Den-Ska*, F Bul-Hol*, A Kic-Hol

ITALY (GARY STIMMEL) 3: A Tyre-Vic*, A Ven* H, F Ton* S AUSTRIAN F Alb-Gre

RUSSIA (D. CARAWAN) 4: F Both-Swe*, A War-Gal*, A Ukr-Rum*, F Sev* S A Ukr-Rum

TURKEY (RUSS JOHNSTON) 3: A Bul*-Gre, A Con*-Bul, F Bla*-Con

CENTERS

AUSTRIA: $\frac{1}{2}$ Bud, Tri, SER, GRE (4) Build 1

ENGLAND: Home, HWY (4) Build 1

FRANCE: Home, BEL, SPA (5) Build 2

GERMANY: Home, HOL, DEN (5) Build 2

ITALY: Home, V (4) Build 1

RUSSIA: Home, SWE, RUM (6) Build 2

TURKEY: Home, BUL (4) Build 1

Winter 1901 builds are due at the Gamemaster's on the 16th of July. Spring 1902
orders are due in Alexandria on July 25. Bob Stimmel may have to resign as Italy....
just in case would Arnold E. Vagts, Jr., 2824 Verano Place, Irvine, Calif 92664
please submit Spring orders. (The Winter Build is in.) The rest of the players may
submit their spring orders conditional on who is playing Italy.

PRESS

CONSTANTINOPLE: Turkey apologizes for the puerile press of Spring 1901, which
resulted from extensive and possibly malicious editing by persons unknown. Please
regard it as a spurious press.

TRIESTE: Never trust a Russian whose postmark is Washington D.C.! All well on
Austrian Front and it will stay that way. Fuhrer Kristoffer Speer has made alliance
with Roberto, Prime Minister d'Italia.

ROME: Result of vote on seven-way draw: F Naples voted for, A Tyrol against,
A Venice dropped its ballot in a canal. Vote did not carry.

1974CZ

FALL 1907

WHILE SCHLICKBERND'S HUNS ARE OFF RAPING, LOOTING, PILLAGING, AND MAKING GENERAL NUISANCES OF THEMSELVES, ENGLISH FLEET LANDS IN BELGIUM.

COA AUSTRIA Eric Verheiden: (4) F Aeg*-Sny, A Rus* S A Bul-Rum, A Bul*-Rum, A Ser* S A Bud
CENTERS: Bud, Gre, Ser, Bul (4) Even

ENGLAND Scott Hightower: (7) F EngC-Bol*, F Nry* H, F Bre* S F Iri-MAO, F Iri*-MAO, F MAO*-SPA(sc), F NAO* S F Iri-MAO, A URS TUISH A Rum HSC

FRANCE David Reynolds: (2) F Por* S F Spa(sc), F Spa(sc)* S ITALIAN F WMed-MAO
CENTERS: Por, Spa (2) Even

GERMANY Bruce Schlickbernd: (9, 1 short) F Svo*-Wry, A Vie* S A Mun-Tyro, A Sil-War*
A Boh* S A Vie, A Gal*-Bud, A Mar* S ENGLISH F Mid-Spa(sc), A Mun-Tyro*,
A Gas* S ENGLISH F Mid-Spa(sc) CENTERS: Home, Den, Hol, ~~Bel~~, Par, War, Swe, VIE

ITALY Joel Klein: (8, 1 short) F WMed* S FRENCH F Spa(sc), // MAR (10) Build 2
F Con-Bla /d/ annihilated, F Lyon* S A Tus-Pied, A Tyro -Vie /d/R(Ven, OTB)*,
A Tus-Pied*, A Tri* S A Tyro-Vie, F MAO-MAO
CENTERS: HOME, Tun, ~~Vil~~, ~~Wry~~, Tri, ~~Bel~~ (1) Remove 1

TURKEY David Ayres: (4) F Bla-Con*, F Sny*-Sny, A Ank* S F Bla-Con, A Rum*-Bul
CENTERS: Ank, Sny, Sev, Rum, CON (5) Build 1

Winter 1907 adjustments are due at 1900 hours, Wednesday, July 16. Change of address for Eric Verheiden: Caltech 1-86, Pasadena, CA 91126

PENDING

BUDAPEST: Empress Erica der Hymen adjusted her glasses while the courtiers drew back as the doors were thrown open. Screams of fright galloped forth from frothing mouths as the black shadows issued into the throne room. Robed in black satin and bespangled with cryptic mathematical insignia, the Royal Mensapouse Guards lumbered into the room. Once great-genuises, these women were now so old and decrepit that they no longer remember the answers; only the questions remain in their riddle-naunted craniums.

A sable garbed matriarch stalked up to Erica. "O quizzical and quidnunctious Queen, may this querist inquire into the qualitative and quantitative quarrels with Germany that have become the quintessence of your quidms?"

"Yeah, that goddam Whorotson is invading," spat Erica in her usual lurid speech pattern. "I want you to cap" him."

The apparition bowed and led the troop out.

1974GM

GAMEMASTER: Gary L. Burce, 1168 Bunker Hill Blvd, Columbus, Ohio 43220

AUTUMN 1903

RUSSIA: NRR F Both R OTB, F Ser R OTB

WINTER 1903

AUSTRIA: Build A Tri ENGLAND: Build F Lon, F Lyp FRANCE: Remove A Pic, A Par
GERMANY: Build A Ber, A Mun ITALY: NBR Will be 1 short RUSSIA: NBR Will be 1 short
TURKEY: Even

Spring 1904 moves are due in Columbus by July 9, 1975.

1975AW

GAMEMASTER: Steve Brooks, 4960B Ave C, Great Falls, Mont 59405

AUTUMN 1901

TURKEY: A Bul R OTB

WINTER 1901

AUSTRIA: Build A Tri, A Vie, A Bud ENGLAND: Build F Edi FRANCE: Build A Par
GERMANY: Build A Kiel, A Mun ITALY: Build F Nap RUSSIA: Build A Mos, A StP
TURKEY: Build F Con

Spring 1902 orders are due in Great Falls on July 11.

1974FA

SUMMER 1907: Turkey A Sev R Arm France A Kiel R Hol

FALL 1907

WHOLESALE CHANGES IN SUPPLY CENTER OWNERSHIP (THAT'S BETTER THAN RETAIL)

FRANCE David Reynolds: (12) F Nwy*-StP(nc), F Den* S A Hol-Kiel, F NthS* S F Den, F NwgS*-Nwy, F Rome H /d/ R(Tus, OTB)*, F Ska-Swe*, F Lyon* S A Gas-Mar, F MAO*-Spa(sc), A Bur*-Mun, A Gas-Mar*, A Hol*-Kiel, A Ruhr* S A Hol-Kiel
CENTERS: Home, Por, Spa, Bel, Edi, Lon, Lvp, Hol, ~~Wyl~~, ~~Wyl~~, NWY, SWE, DEN(13)+1

GERMANY John Torrey: (9) F Bal* S A Kiel, A Sev H /d/ R(Ukr, OTB)*, A Sil* S A Mun, A Ber* S A Kiel, A Mun* H, A Boh* S A Mun, A Mos*-StP, A Bud-Vie*, A Kiel* H
CENTERS: Mun, Ber, ~~Wyl~~, ~~Wyl~~, War, Mos, StP, ~~Wyl~~, ~~Wyl~~, VIE, KIEL (7) Remove 2

ITALY Gary Leppert: (7) F Aeg* S A Bul-Con, F Tyrr* S F Nap-Rome, A Bul*-Con, A Mar-Spa /d/ R(Pied, OTB)*, ASer-Bud*, F Nap-Rome*
CENTERS: Nap, ~~Wyl~~, Tun, ~~Wyl~~, Bul, Ser, Gre, ROME, BUD (7) Even

TURKEY David Ayres: (6) F Con-Bla*, A Smy* S A Ank-Con, A Arm* S A Rum-Sev, A Rum-Sev*, A Ank*-Con, A Tri-Ven*
CENTERS: Home, Sev, Rum, Tri, VEN (7) Build 1

Winter 1907 adjustments are due at 1900 hours, Wednesday, July 16.

1974CV

WINTER 1909: AUSTRIA and ITALY C.D. Even ENGLAND: Build F Lon, F Lvp
FRANCE: Remove A Gal, A Tyro TURKEY: Build A Con
PRESS

CONSTANTINOPLE: J. Islamic Hordes announced today that the Balkans had been stabilized and the recent trouble-makers had been largely dismissed to their various points of origin. The forces of order would now attempt, through diplomatic channels, to secure the release of the Holy Father from the clutches of Western conspirators. However, he noted with alarm the establishment of British training areas in Northern France, obviously with the approval of the decrepit French regime. "If this open aggressiveness goes uncontrolled," he said, "the game is not going to go on very long."

PARIS: King Zahn now in residence London?! Turk expected to benefit.
Spring 1910 due July 16.

1975N

AUTUMN 1902

AUSTRIA: NRR F Gre R OTB, A Bud R OTB ENGLAND: A Nwy R Fin

WINTER 1902

AUSTRIA: NBR will be 1 short ENGLAND: EVEN FRANCE: EVEN GERMANY: EVEN
ITALY: Build F Nap RUSSIA: Build F StP, A Mos TURKEY: Build F Con, A Smy
Spring 1903 moves due to GM Doug McMullin, Box 26 Moor Rd, RR#2, Courtenay, B.C.
on July 11.
PRESS

CONSTANTINOPLE: The Sultan denied today published reports that the court sorcerer had cast a spell of confusion over Western Europe. "But we all know what high livers those French are," he added.

Why was the court jester dismissed? See page 8 of

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